

# FT02 JUST AN ILLUSION

© 1996 Laurent Closier

## HISTORICAL ACCOUNT

**LOCATION:** Phum Preav, Cambodia

**DATE:** 16 January 1941

**COMMENTARY:** The reversals suffered by the French against the Japanese aggression led the new Thai power to reassert its strength, and at the end of October 1940 they demanded the return of Laos and Cambodia, in a goal of unification of the Thai people. The French refuses and over the next few months many incidents occurred along the frontier, often in the form of aerial raids. This latent war state ended suddenly on 10 January 1941 when the Thai army launched an offensive.

To the Leo, the Siamese progress without real difficulties jusque ' to the Mekong, without looking for has clear it.

On The R.C.I, main communication way to Cambodia, the attack is more massive and the French troops must fold back in order to establish a more concrete defense line. In spite of appearances, the French commandement had taken his/her/its arrangements in view of such an action and it immediately launches a counteroffensive on the left flank of the Thai armree. Three battalions to orders of the colonel Cadoudal have for mission to surround la units enemies has Yeang Dang Kum while a grouping directs by the colonel Jacomy fixes the disposed Siamese troop remainder has Phum Preav.

The spreading of the 2 groupings takes place of night, the vigil of the attack. Information on the hostile strengths are almost non-existent, the terrain, a vast drill sprinkled of numerous glades, little auspicious has the arillerie.

To the dawn, fights begin before villages of Yeang Dang Kum and Phum Preavs. Face has this demier, the battle is quick. Very aware, the Thai troops against attack the III/5emc R.E.Is. of the commander Belloc during his/her/its setting up. He/it sees himself/itself soon reinforce by the D.M. of the captain Aguesse and by a section of D.C.A. on truck.

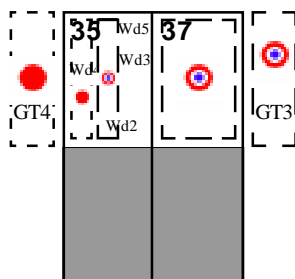
The Siamese strengths, one blocked instant, take their offensive, supported by a company of tanks and their aviation. In end of afternoon, the grouping of the colonel Jacomy must break the fight and tent to be reorganized on arrireses. The French counteroffensive is a failure: it will have permitted to stop the advance of the Thai army rightly, herself very tried by this day of fight.



## TURN RECORD CHART

<b>FRENCH Sets Up First</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>END</b>
<b>THAI Moves First</b>								

## THE BATTLEFIELD AND CONDITIONS



Only hex rows A-P are playable.

PTO is in effect with Light Jungle.  
Place the following overlays on map 35:  
**Wd2** in P3-P4, **Wd3** in G4-G3, **Wd4** in K7-L7 and **Wd5** in DI-D2.

EC are Wet with a Mild Breeze from the north west at start.

## VICTORY CONDITIONS

The Thai player wins if at the end of the scenario there are no unbroken French units on map 35 and he has accumulated  $\geq 10$  VPs more than the French player. The Thai player receives VPs his Eligible units (A26.2-3) on map 37 (excluded half hexes). The French player only receives CVPs.

## SCENARIO SPECIFIC RULES:

- 1 Kindling is NA.
- 2 Use Chinese counters for the Thai forces (G18. does not apply, except G18.2). Japanese LMGs are used without Captured Equipment penalties. The Thai player receives aerial support (E7) in the shape of a FB39 without bombs (use a US counter ). It enters the game by E7.2 from GT4.
- 3 The French ATR has a B#11 [Note 4].

**Elements of the III Battalion, 5th Foreign Infantry Regiment** set up on map 37.

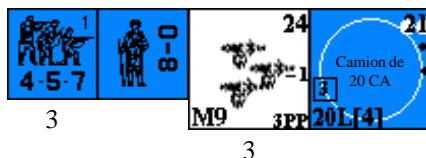
**Balance:** the advanced section does not begin the scenario Pinned.



ELR: 4  
SAN: 2

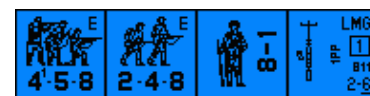


**Elements of the Detachment Motorised and of the section of DCA on truck of the 11th R. I.**  
C. enter on GT3 on the east edge:



**Elements of the III Battalion, 5th R. E. I., advanced section** set up on hex

row 3 and/or 4 of map 35. All units are Pinned during GT1.



2

**Elements of the 2nd Infantry Division, Royal Thai Army** set up on map 35 of co-ordinates  $\geq 8$ .

**Balance:** add a 3-3-7 to the Thai OB.



ELR: 3  
SAN: 4



**Elements of the 2nd Infantry Division** enter on GT 4 on the west edge:



3

**Aerial support (1 FB without Bombs)** enter by SSR2:

